

Colored Armor Capsule Machine Gameplan

Series 1 Hex Codes

- **Chartreuse-** #87dd31
- **Spring Green-** #31dd87
- **Capri-** #68a2dd
- **Ultramarine-** #7777dd
- **Violet-** #8731dd
- **Rose-** #dd3187
- **Indev Leather-** #C65C35

Gameplan

Our 'Series 1' (& likely only series unless this proves profitable) will include the shades of cloth (the original release of dyed wool) which were never carried over into the main game. Each capsule will include a random set of armor and a 'trading card'-style craftnote. I'd recommend a price of 10db per capsule if you believe it to be reasonable, although I'm not as attuned to the player economy as I used to be. We can market it with the understanding that this purchase is a charitable one, with the expectation only moderately wealthier players would be buying them.

Chase Capsule

Every series will have a 'chase set' which will contain other treasure and a refund in the capsule, this current set being dyed with the hex code of the original Indev release of leather armor.

Formatting

- Every armor piece should be renamed to state its color. (ex.- 'Ultramarine Chestplate')
- Capsules/Shulker Boxes should be dyed white and given the name of the color inside
- Capsules should be packed 'OCD friendly' (trading card in center surrounded by armor)
- One 'chase capsule' per every 12 normal capsules in machine
- Cards will be minted by me, the formatting is 'Capsule Trading Card- Place! (1/X)'
- Armor shades should be put into the machine in equal numbers only, for true chance

Batch Preparation

To ensure an equal amount of armor sets are being introduced into the machine, fill up a double chest with the 6 shades as seen below-



(One chase capsule/armor set per double chest of the other shades)